MINI

ADVENTURE

COMICS

35p

The Dungeons of Doom

THE MASTERS FIRST CHALLENGE

ISSUE 1

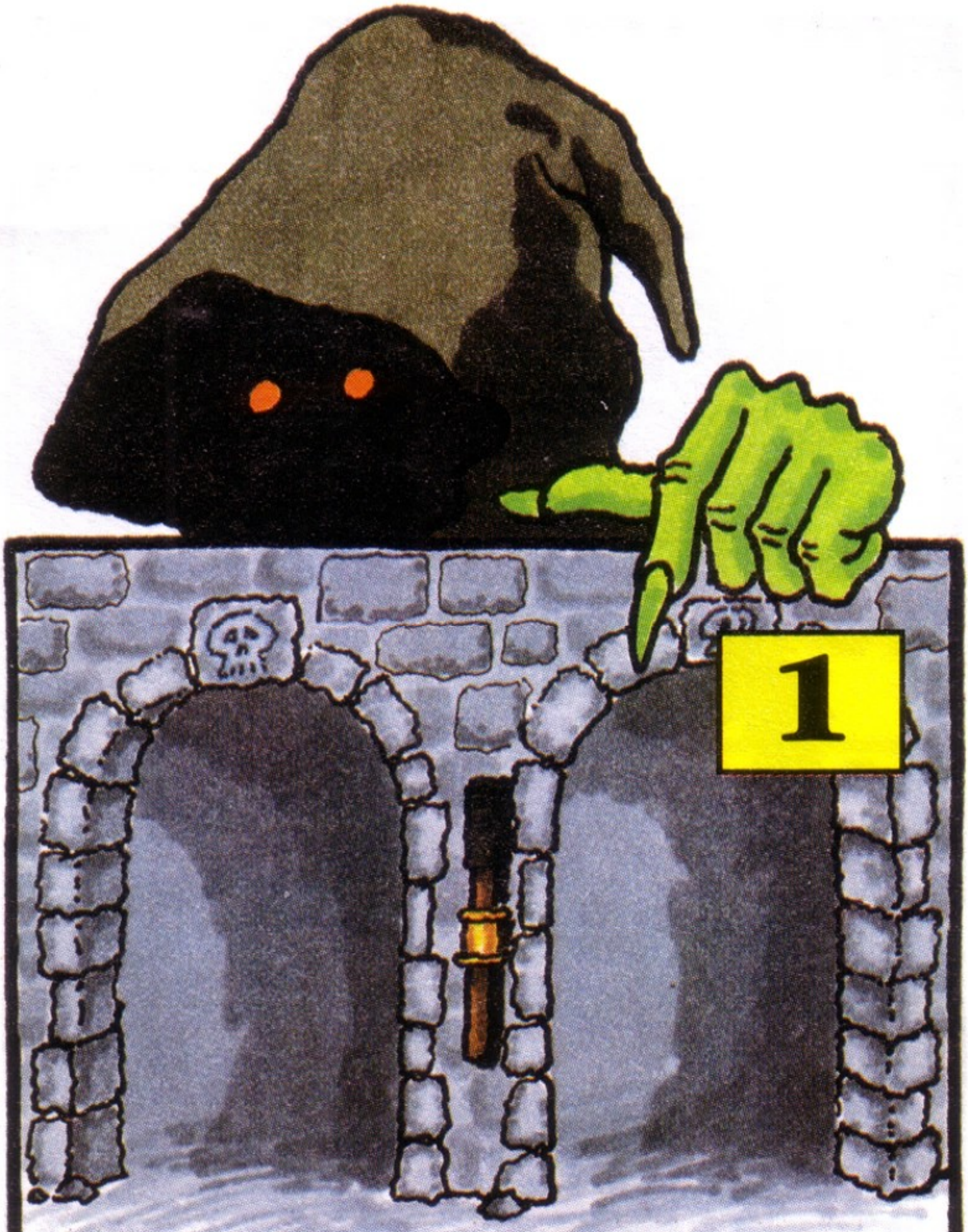
This is not a normal comic. Read each numbered panel only when you are told to do so. Each panel gives you a choice of what to do next. Make your choice and turn to that numbered panel WITHOUT READING ANY OTHERS.

Welcome, young adventurer to the Dungeons of Doom. Your quest is to find the crown of King Arthur. A dangerous task indeed, for the Dungeons of Doom are filled with danger for all who enter. Yet follow the path of honour and you may succeed.

The rules of the Dungeons are simple. Follow the numbered panels as they are revealed to you. Do not cheat by looking at those denied to you - the Dungeons of Doom deal harshly with those that play foul!

Now begone, enter the Dungeons, and may good luck go with you.

Go to PANEL 1.



You go down a stone stairway into a dark chamber. There are two archways in front of you.

If you take the left one, go to PANEL 18.
If you take the right one, go to PANEL 22.

Suddenly before you a giant spider appears. It is Arachnia! She stalks toward you hissing, poison dripping from her fangs.

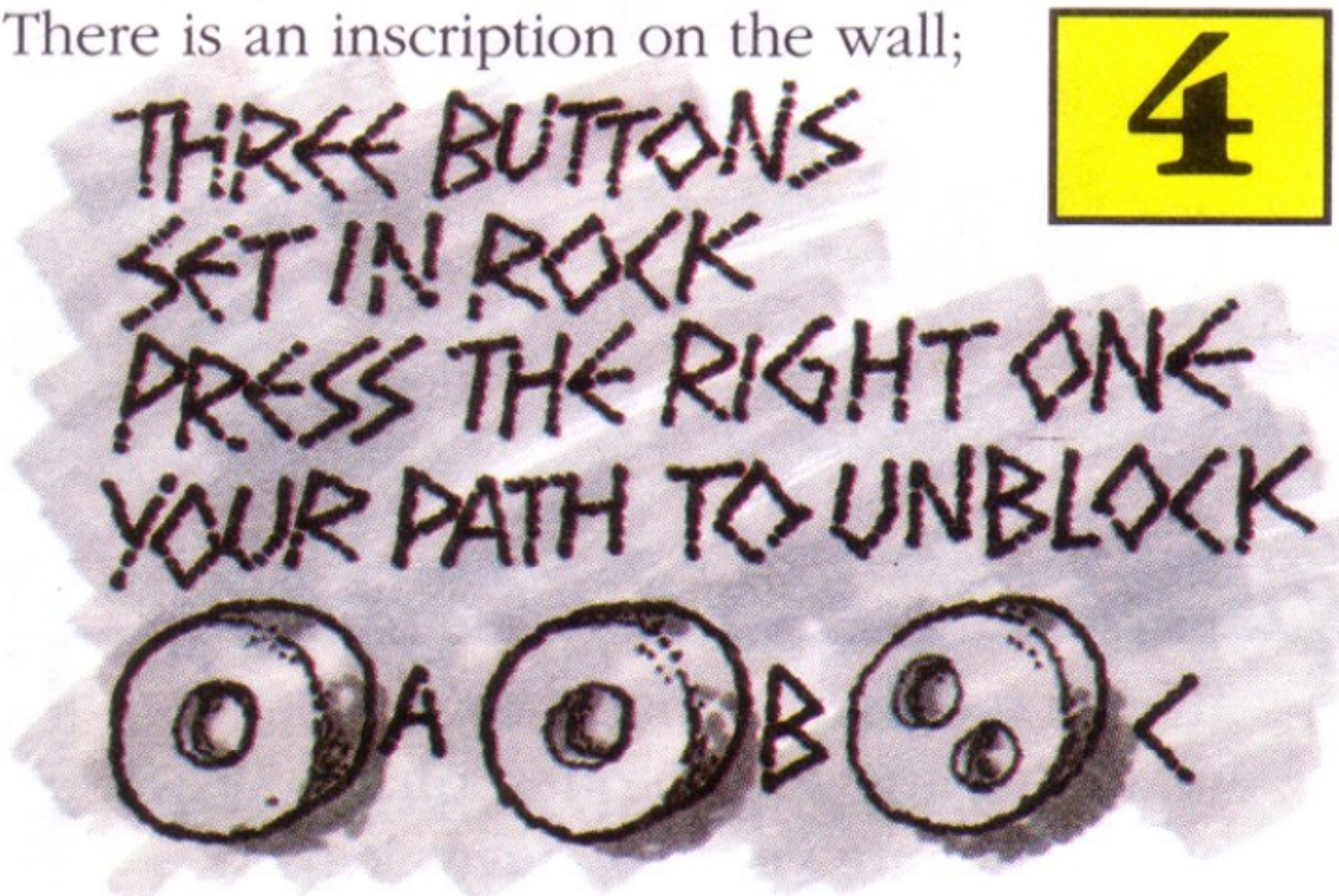
If you have the ring, go to 16.
If you have the shield, go to 12.

If you have neither this is THE END

You give the goblin the gold and pass on down the tunnel.

Go to 20.

There is an inscription on the wall;



If you press A, go to 28.
If you press B, go to 21.
If you press C, go to 5.

5

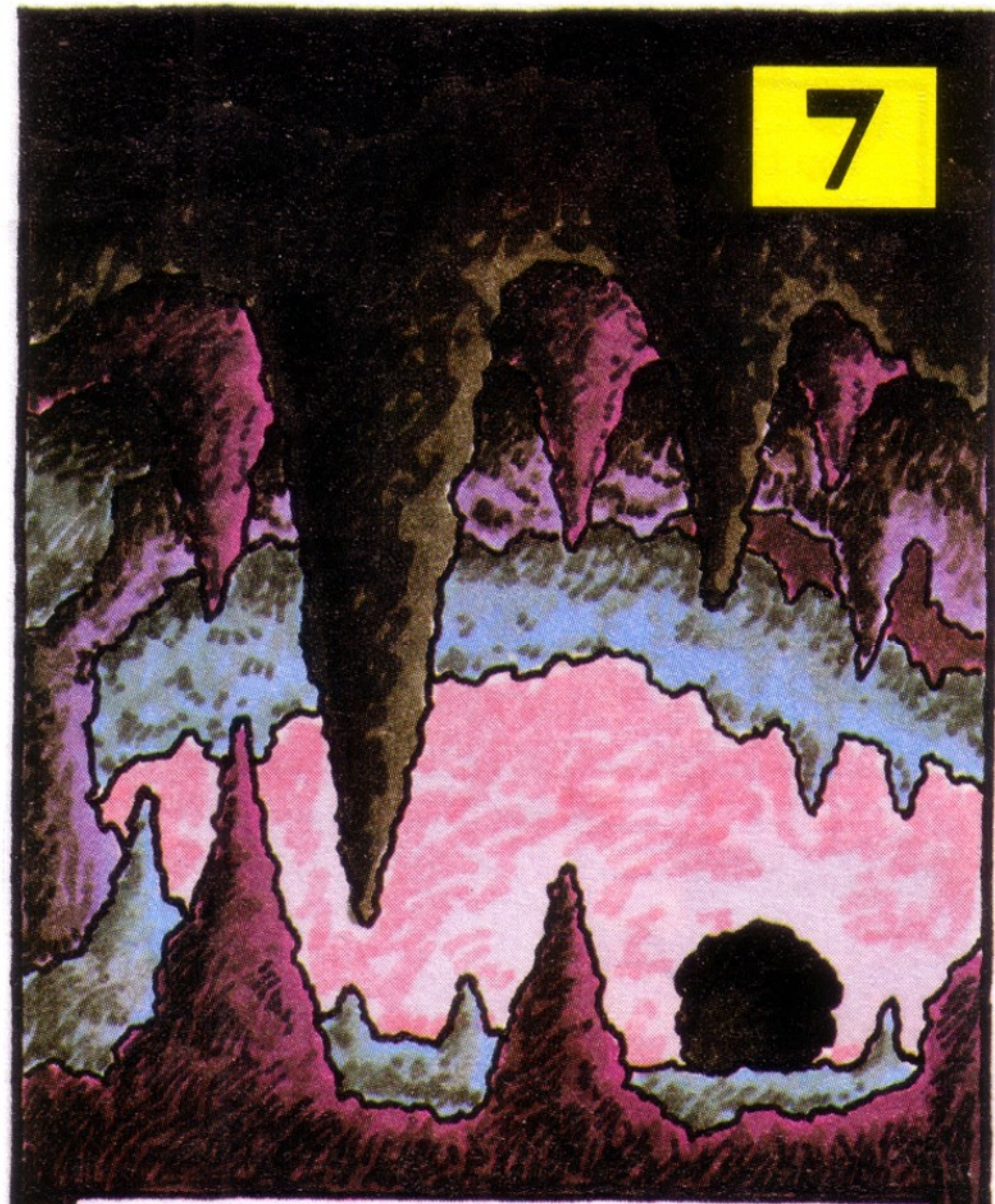
The ceiling above you begins to fall in! Quickly, run back down the tunnel and take the other path.

Go to 22.

6

"If you would continue your quest, you must answer my question. If you answer wrong you will never leave the Dungeons of Doom - ALIVE!"

Go to 33.



You go down the stairway and into a cavern. In the opposite wall is a tunnel.

If you go into the tunnel, go to 32.
If you look around the cavern, go to 24.

8

You climb up into a tower. At the top you enter a room full of strange objects.

Go to 31.

"You speak untrue!" he cries. "Leave my tower and do not return!"

9

He pulls aside some curtains to reveal a secret stairway going down.

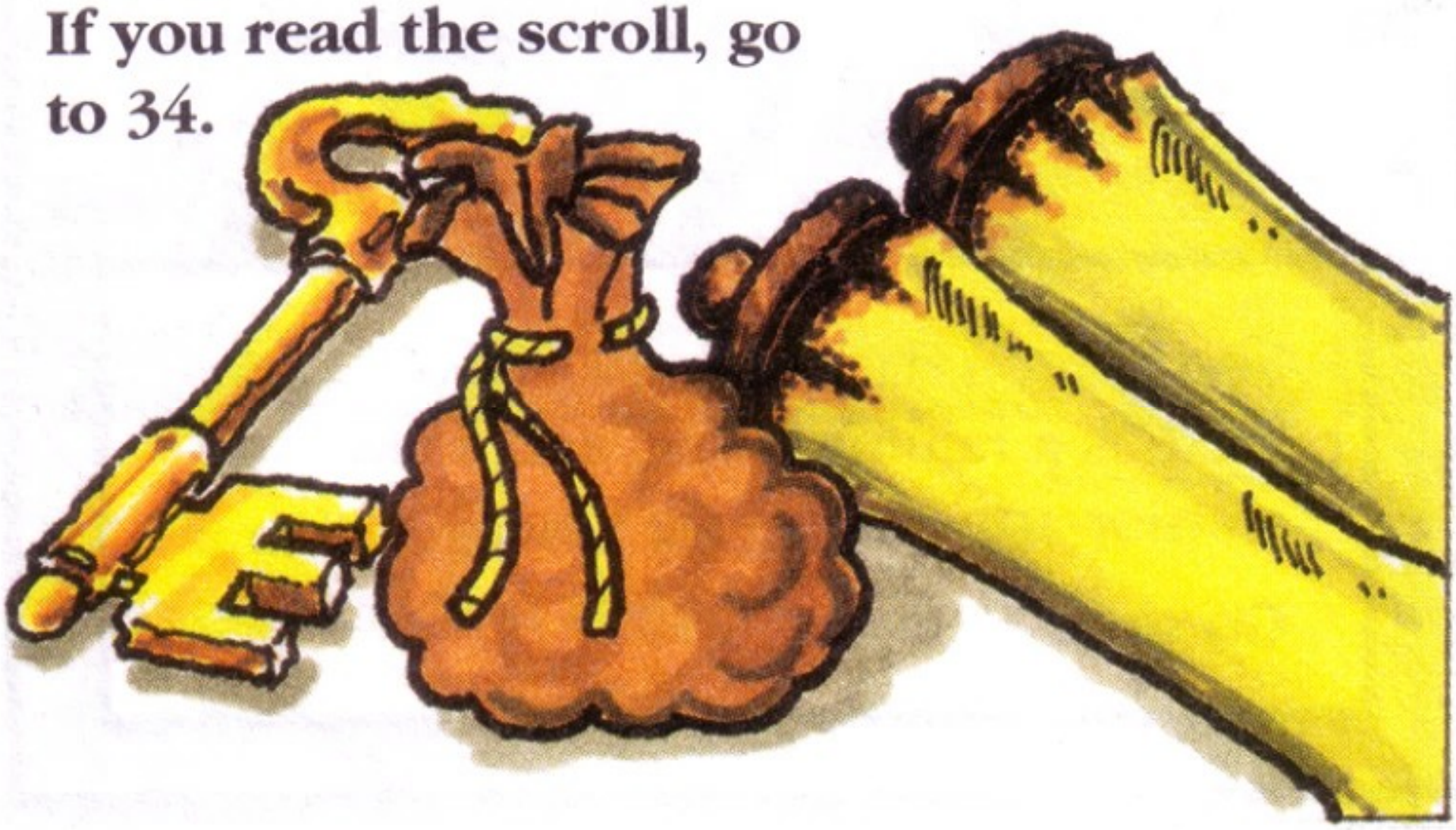
Go to 7.

On a table you see a bag of gold, a large key and a scroll.

10

If you pick up the gold and the key, go to 25.

If you read the scroll, go to 34.



11

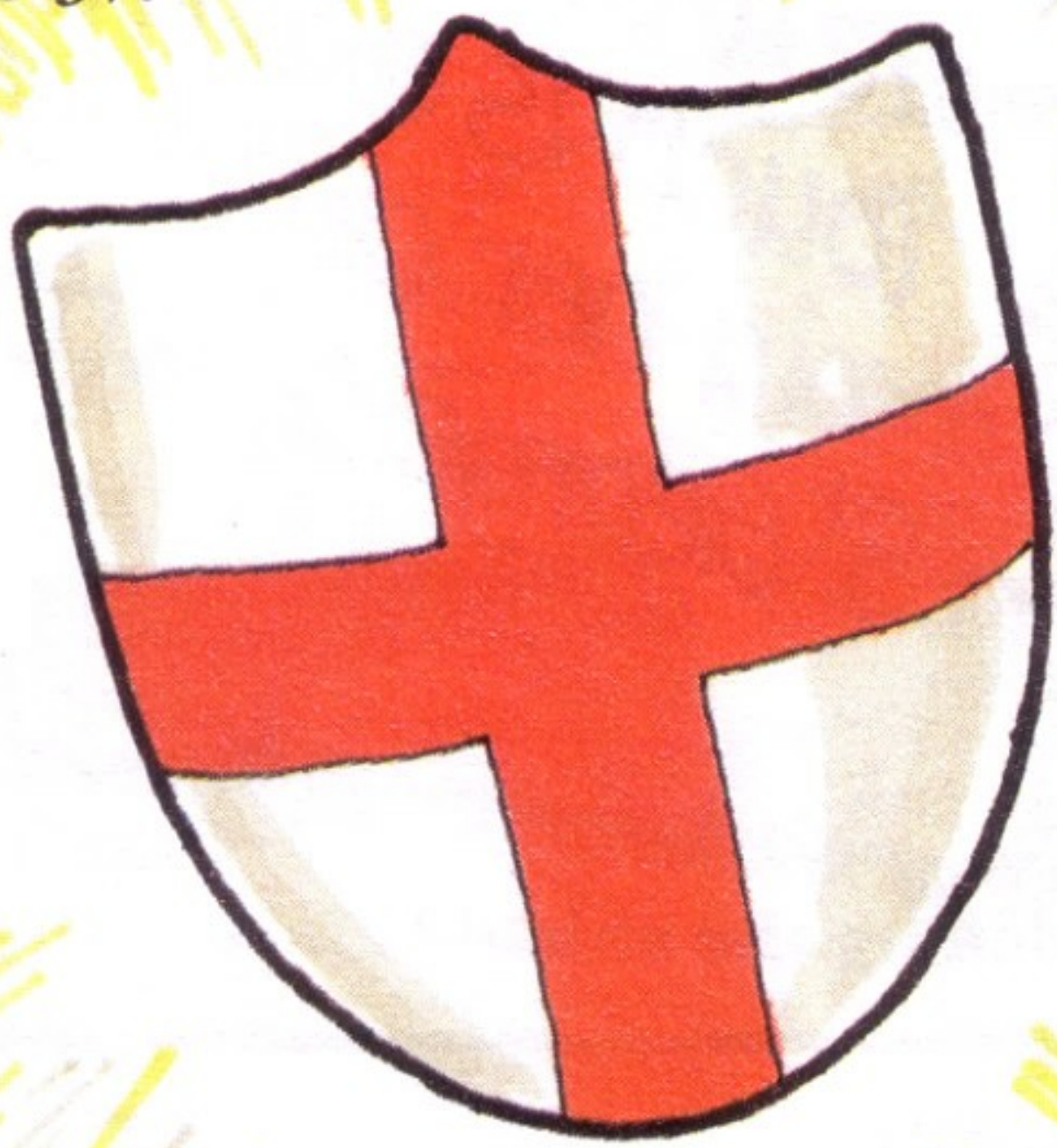
You enter a dark chamber. Suddenly there is a rattling noise, and a skeleton warrior appears before you!

Go to 6.

12

You raise the shield and Arachnia retreats hissing into the darkness.

Go to 37.



13

"The right answer!" says the skeleton and disappears. You see a stairway before you.

Go to 7.

Beside the shield is a piece of parchment.

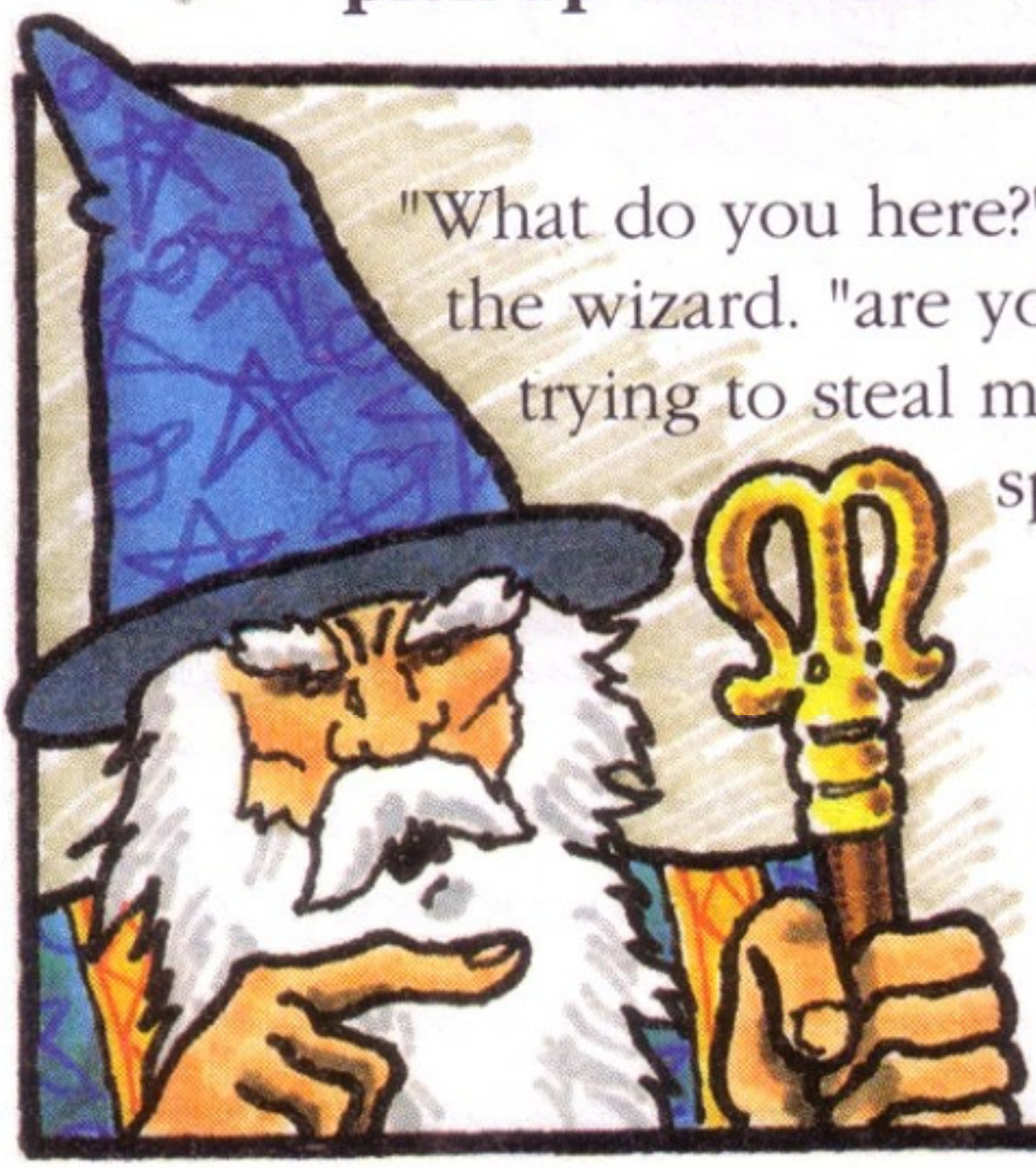
14

Beware Arachnia,
her touch is death.
To avoid her clutches
on St George relieth.

Decide if you pick up the shield before going to 32.

15

"What do you here?" asks the wizard. "are you trying to steal my spells?"

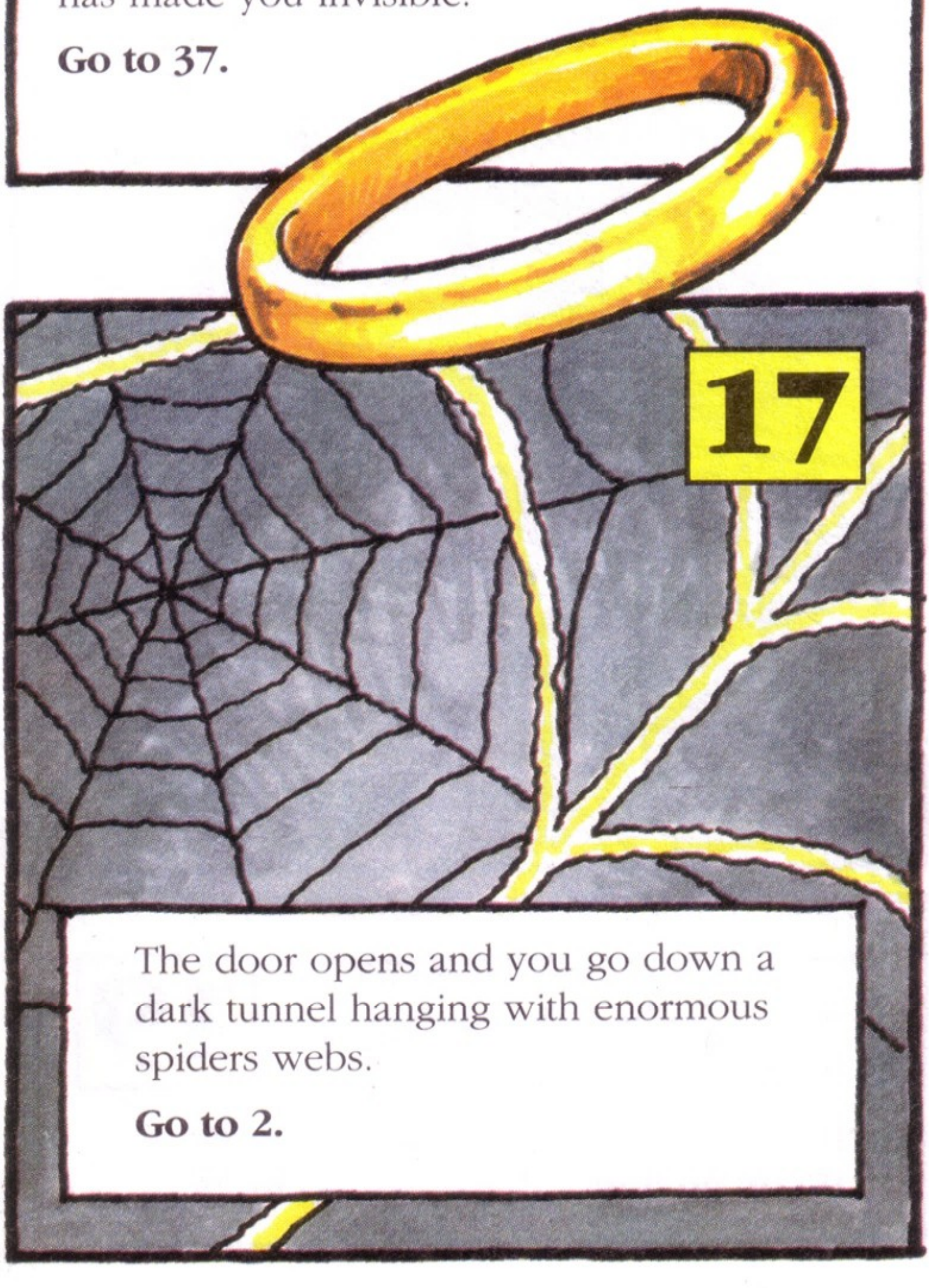


If you answer no, go to 9. If you try to explain, go to 29.

16

You put on the ring and Arachnia goes stalking past you. The ring has made you invisible!

Go to 37.



17

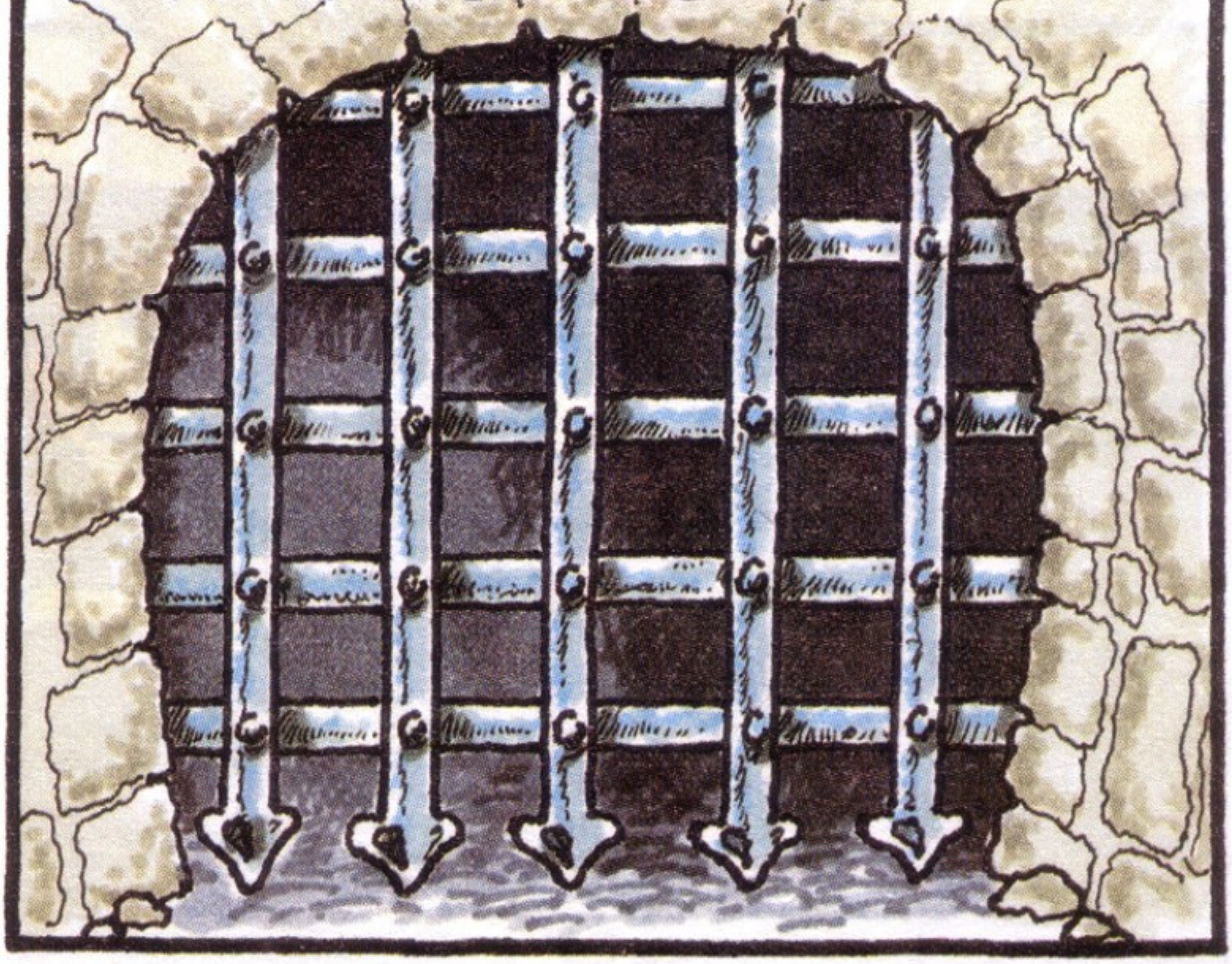
The door opens and you go down a dark tunnel hanging with enormous spiders webs.

Go to 2.

You go down a long passage. Finally you come to an iron grill blocking the path.

18

If you go back and take the other path, go to 22.
If you try to open the grill, go to 4.



There are two exits from the room. One is a closed door, the other a stairway going down.

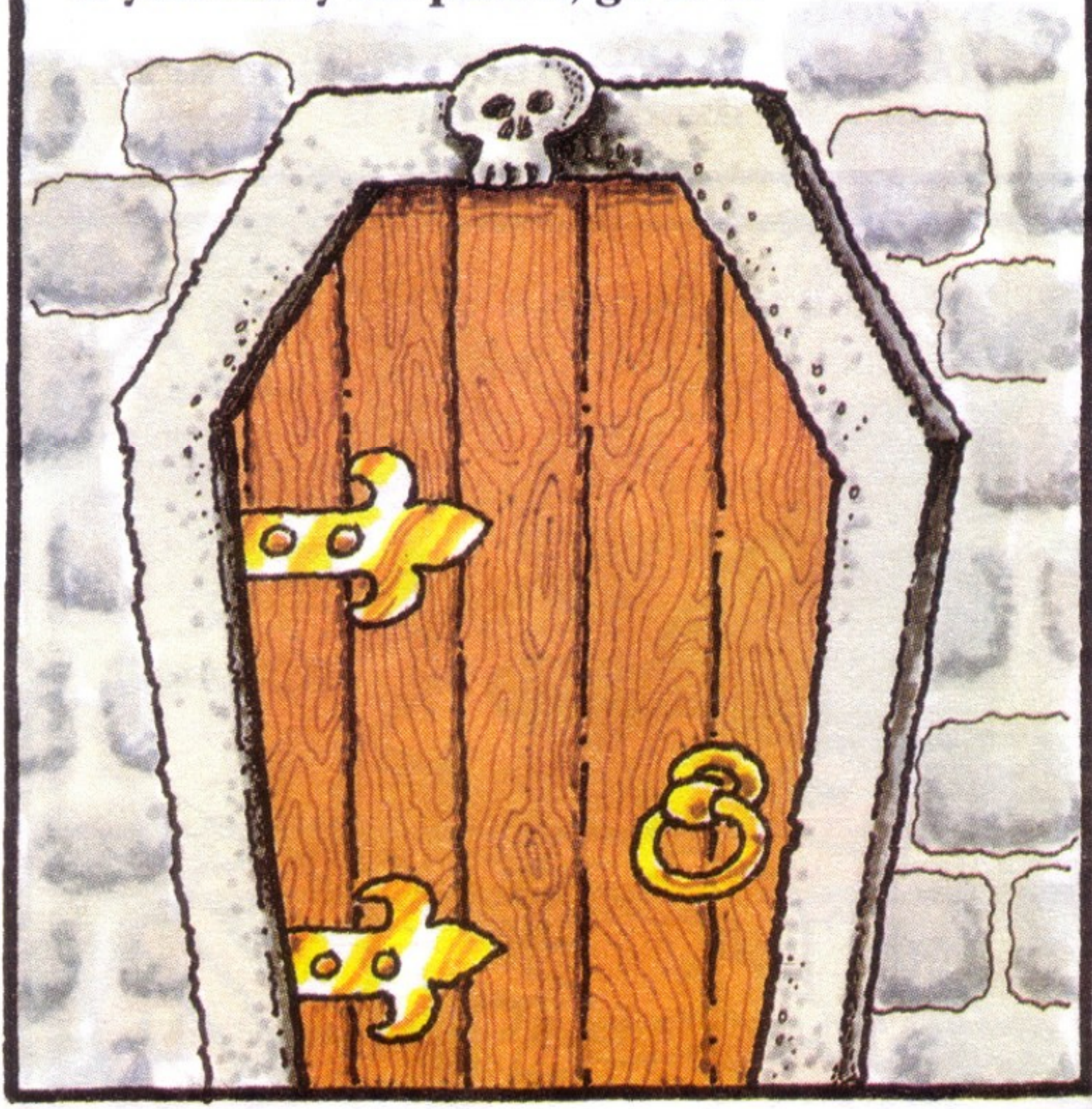
19

If you open the door, go to 8.
If you go down the stairs, go to 25.

You come to a coffin shaped door.

20

If you open the door, go to 11.
If you carry on past it, go to 8.



With a grinding, screeching noise the grill slides up into the ceiling and you pass into a room beyond.

21

Go to 10.

You walk along a tunnel before coming to another archway.

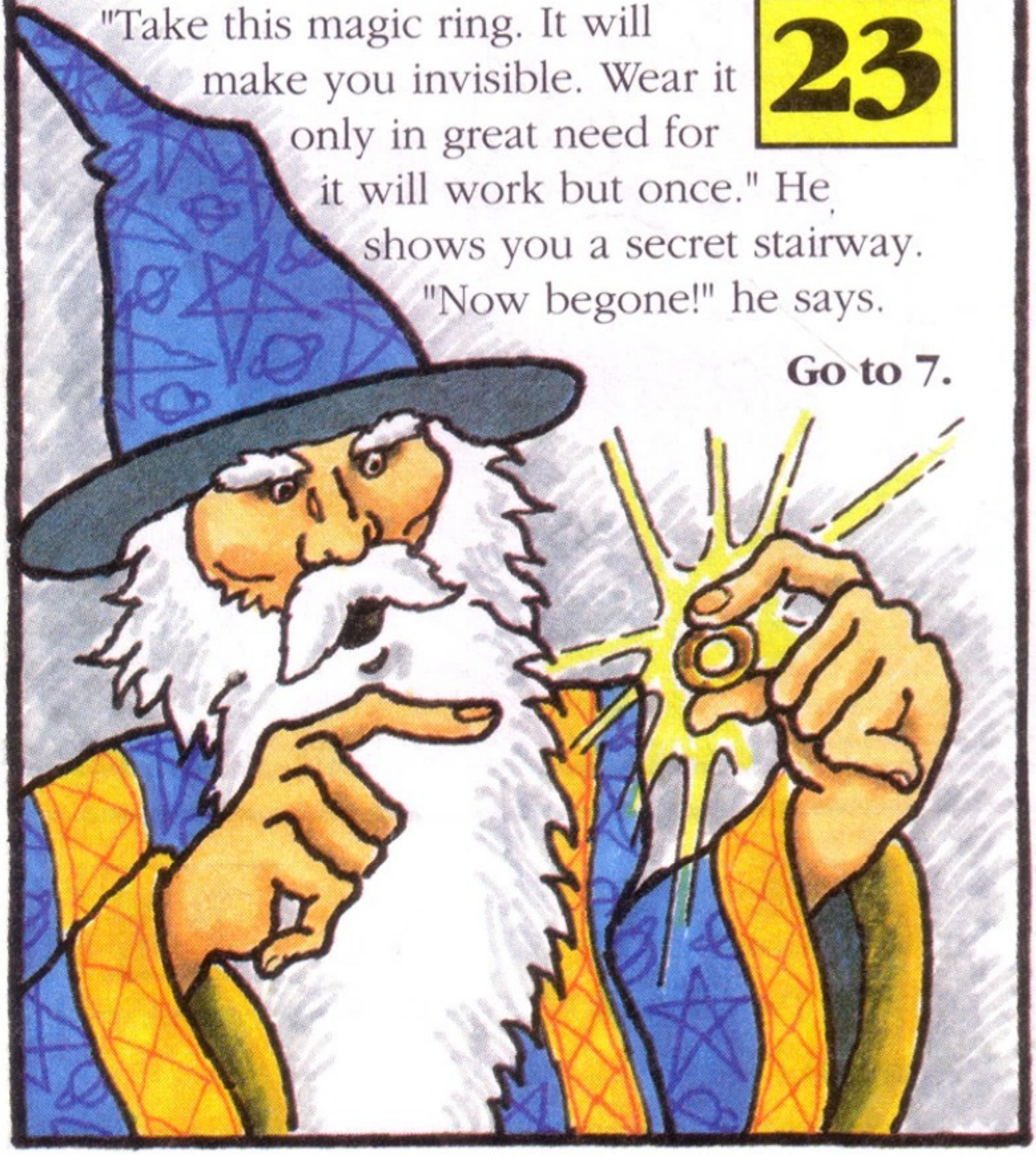
22

If you go through the arch, go to 8.
If you carry on along the tunnel, go to 26.

"Take this magic ring. It will make you invisible. Wear it only in great need for it will work but once." He shows you a secret stairway. "Now begone!" he says.

23

Go to 7.



On the floor you see the ancient remains of a Knight. Next to him lies a shield.

24

If you go to pick up the shield, go to 14.
If you go through the tunnel, go to 32.

A trap door opens under you and you fall into an icy underground stream. You are carried along by the current, out of the Dungeons of Doom.

25

THE END

26

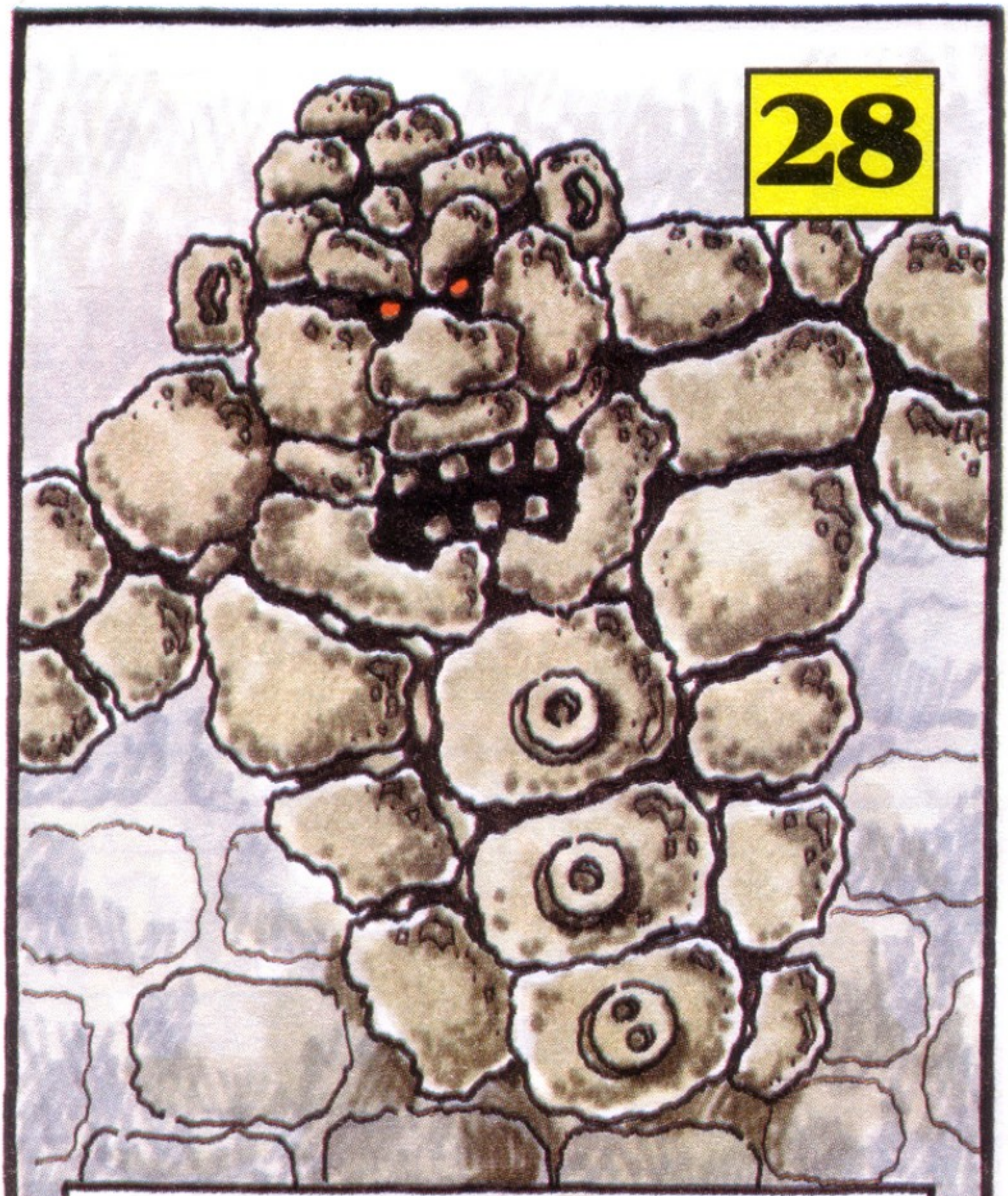
You are in another dark, damp tunnel. Suddenly from a hidden alcove, a goblin sentry appears!

Go to 35.

27

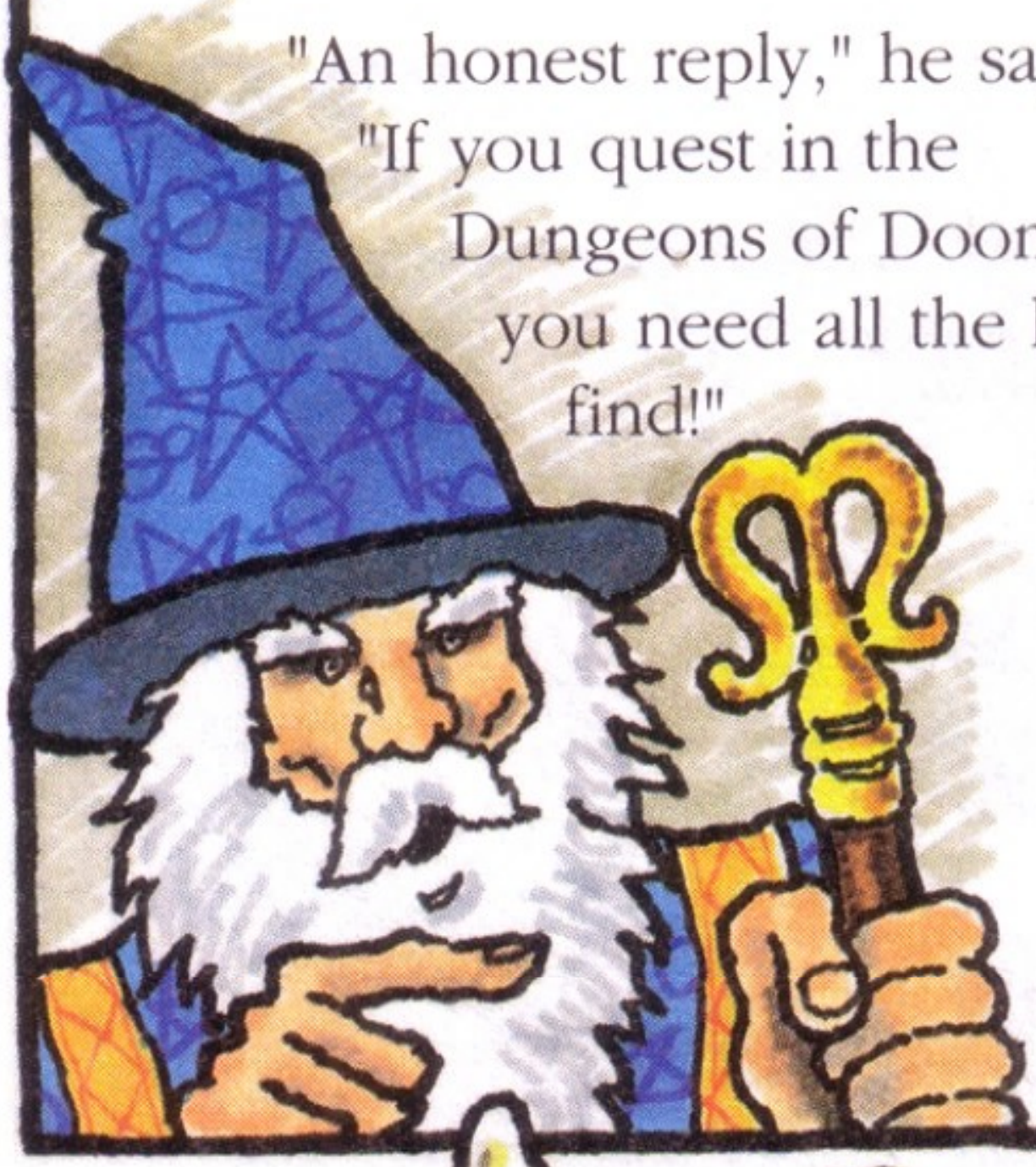
"Then you'll not leave the Dungeons of Doom!" he croaks, and throws you into a dark, damp cell. You are a prisoner of the Dungeons of Doom!

THE END



The rock begins to move! You have woken a giant rock troll! With a grinding roar it reaches out to grab you!

THE END



"An honest reply," he says.
"If you quest in the
Dungeons of Doom
you need all the help you can
find!"

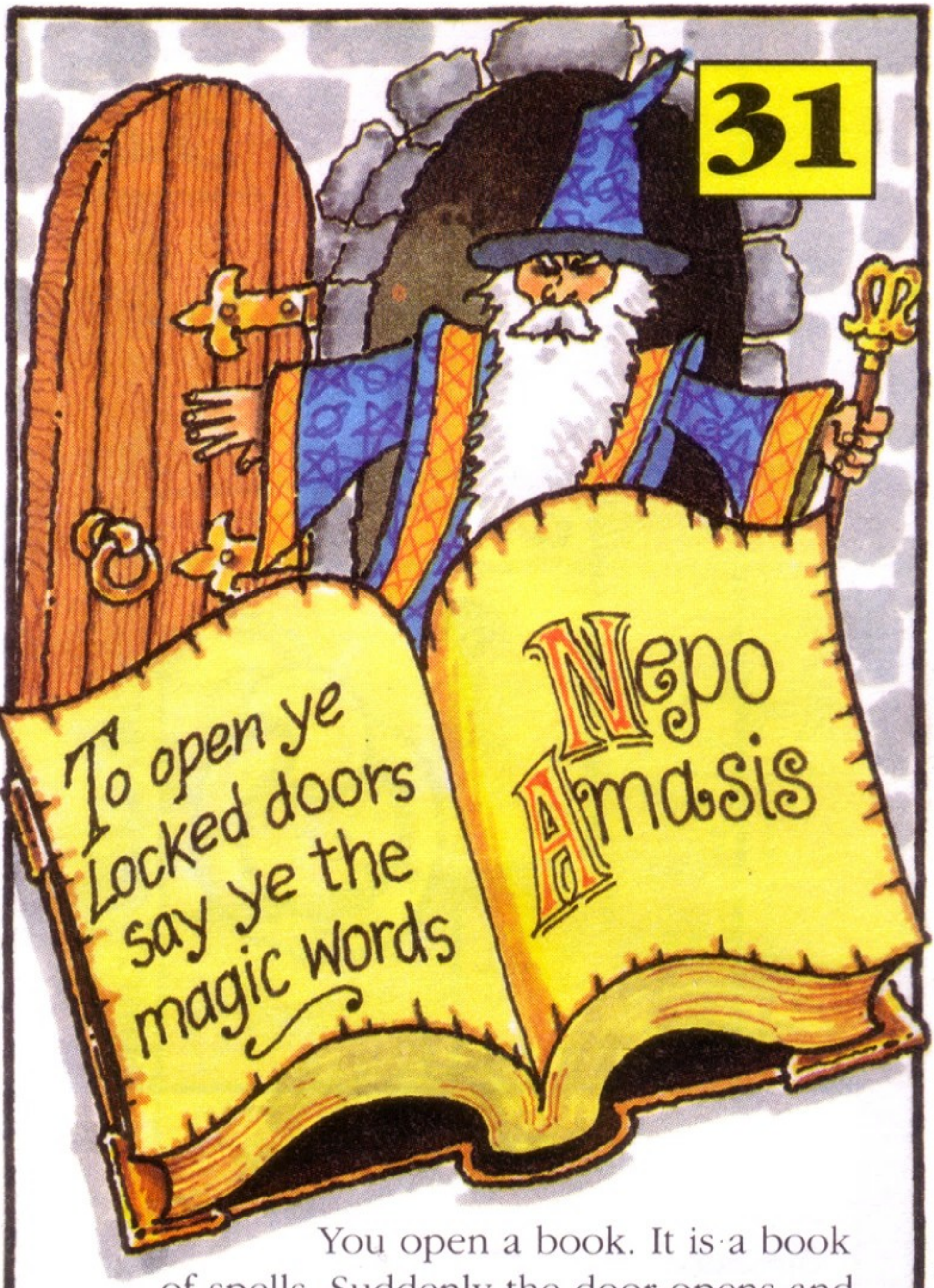
29

Go to 23.

30

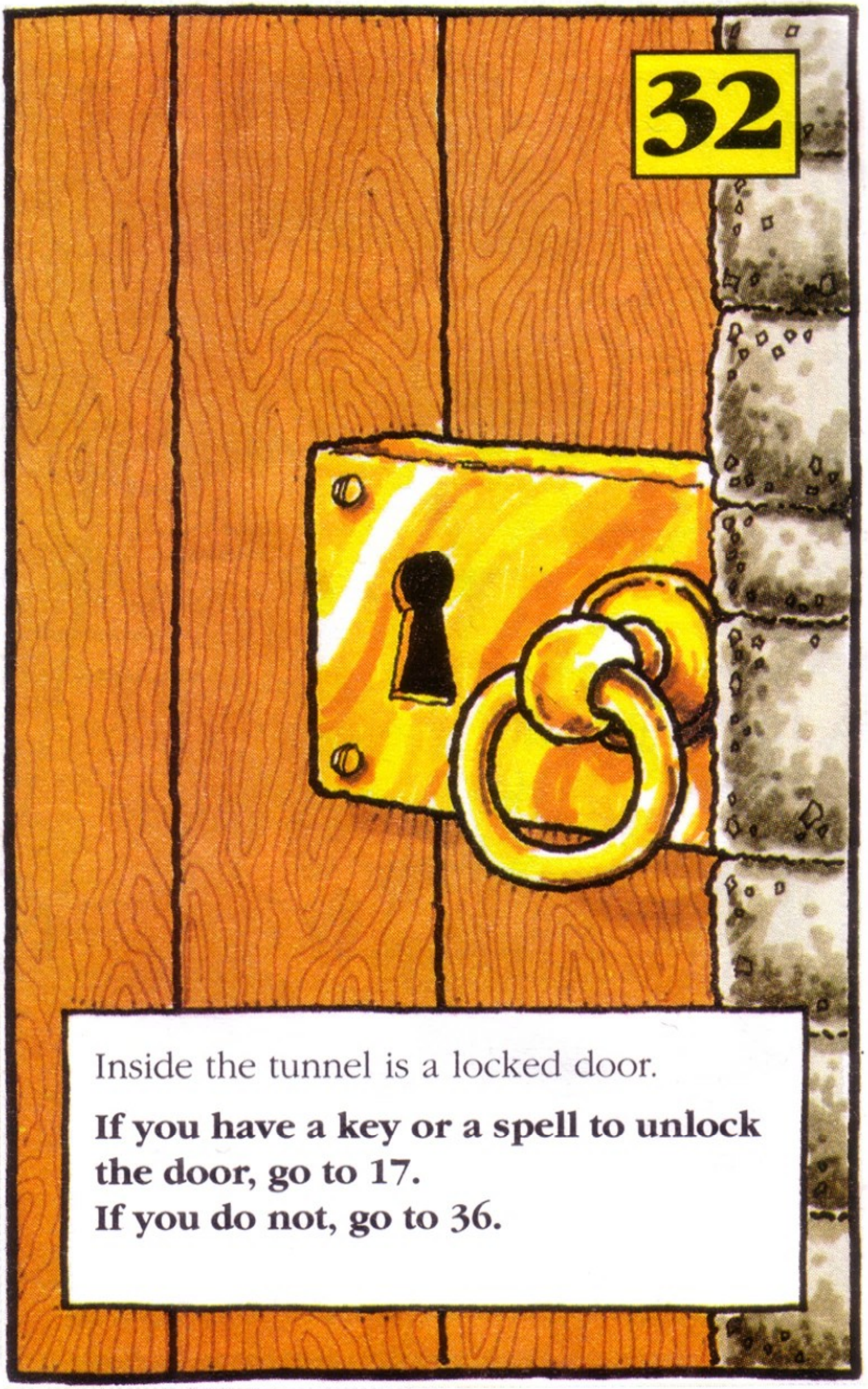
"The wrong answer!" cries the skeleton and advances toward you!

THE END



You open a book. It is a book of spells. Suddenly the door opens and a wizard enters.

Go to 15.

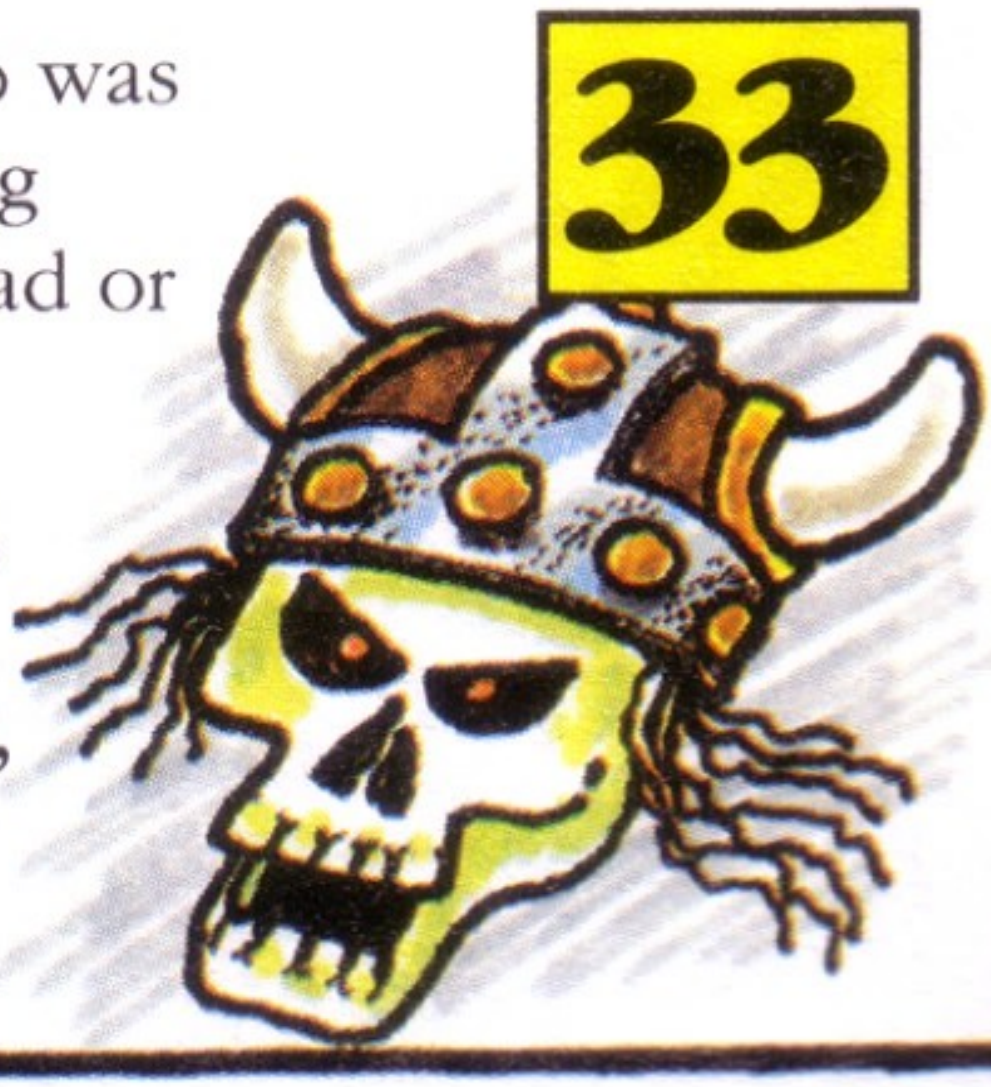


Inside the tunnel is a locked door.

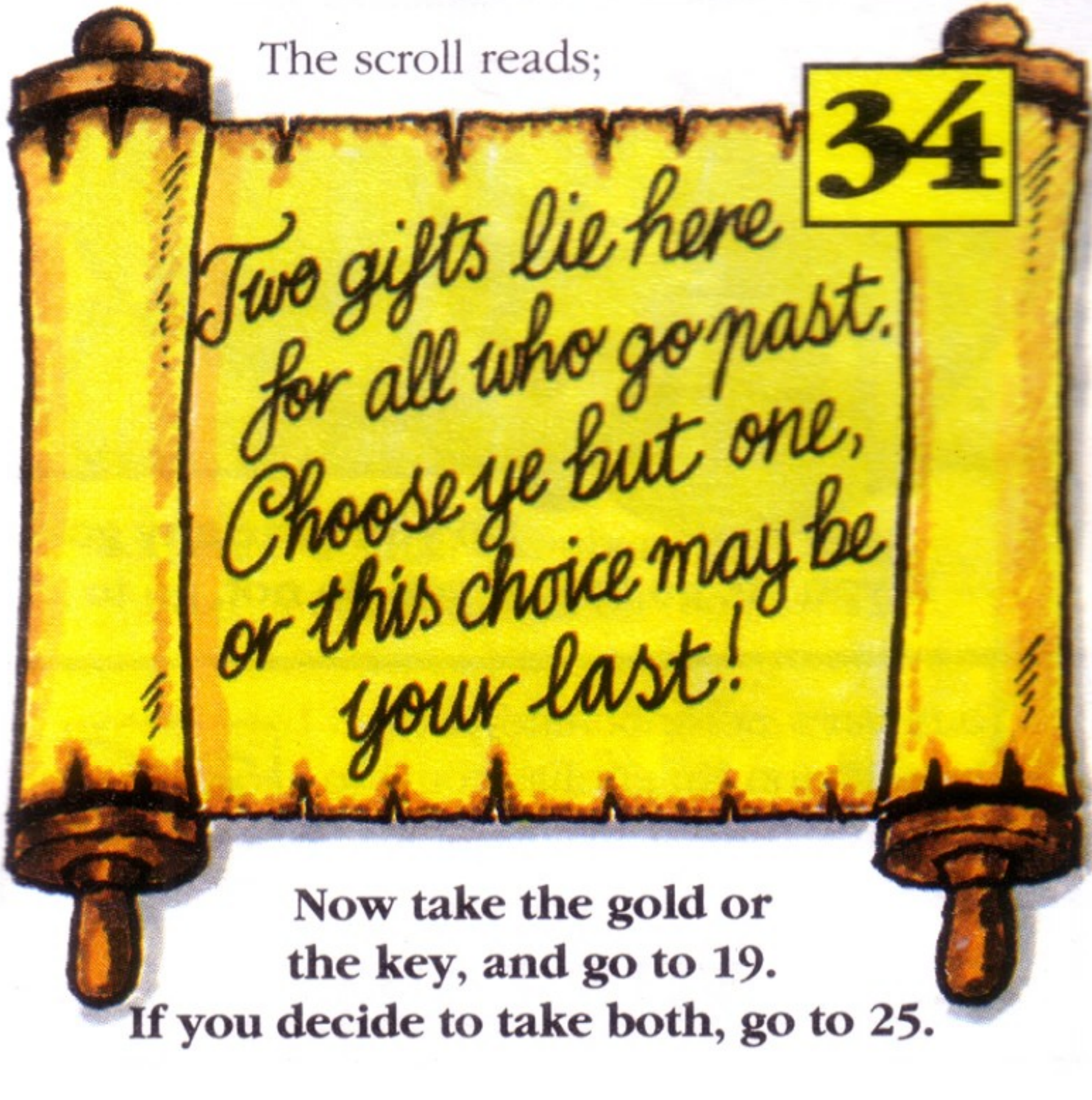
If you have a key or a spell to unlock the door, go to 17.
If you do not, go to 36.

"My question is; who was the champion of King Arthur? Was it Galahad or Lancelot?"

If you say Galahad, go to 30.
If you say Lancelot, go to 13.



The scroll reads;



Now take the gold or the key, and go to 19.
If you decide to take both, go to 25.

"Sneaking about in the Dungeons, eh!" he rasps. "Well you'll sneak no more unless you can cross my palm with gold!"

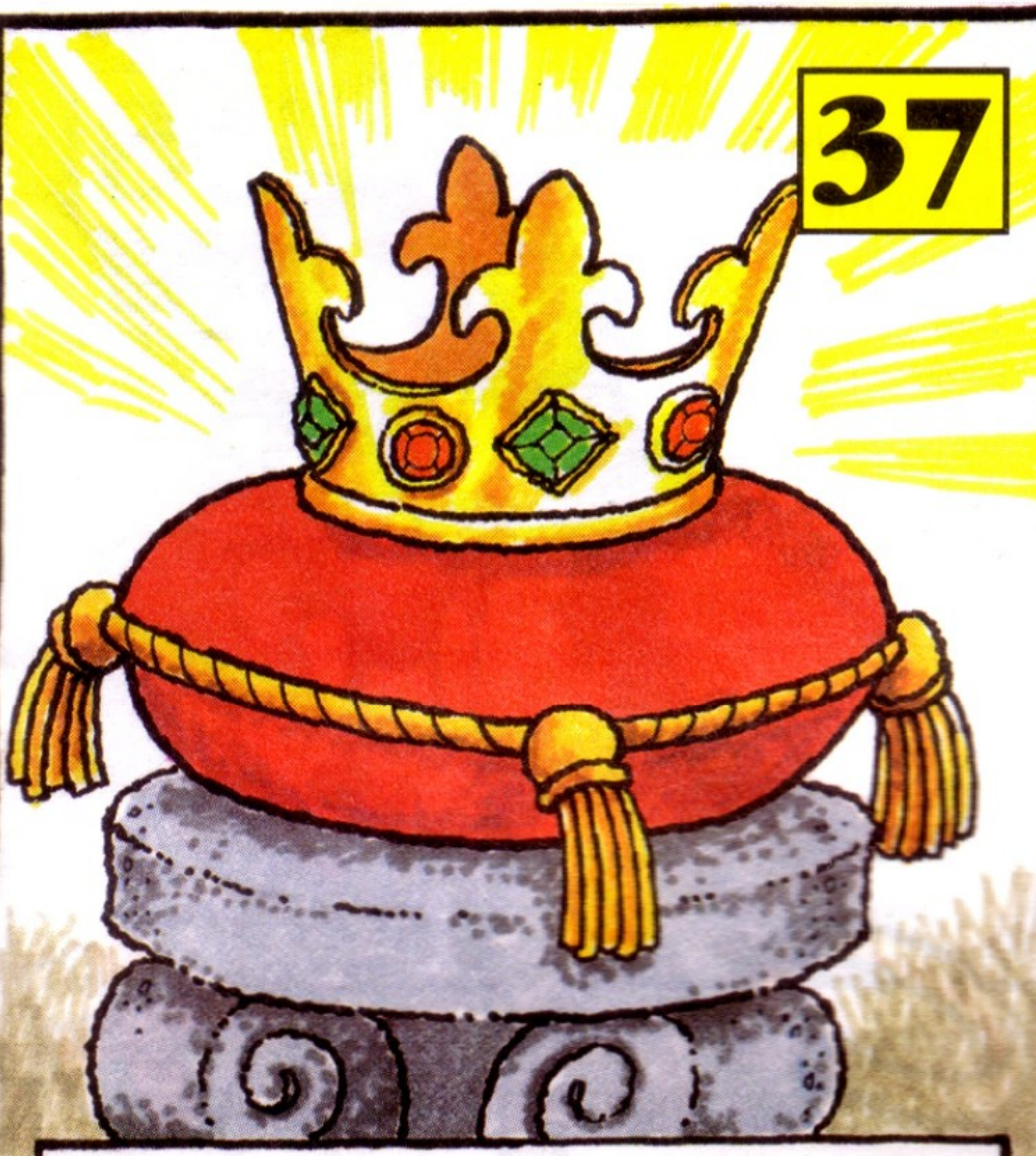
35

Do you have any gold?
If you do, go to 3. If you do not, go to 27.

You hear a noise behind you! The skeleton Knight has come to life. "Who tries to pass unbidden?" it asks. It comes toward you.

36

THE END

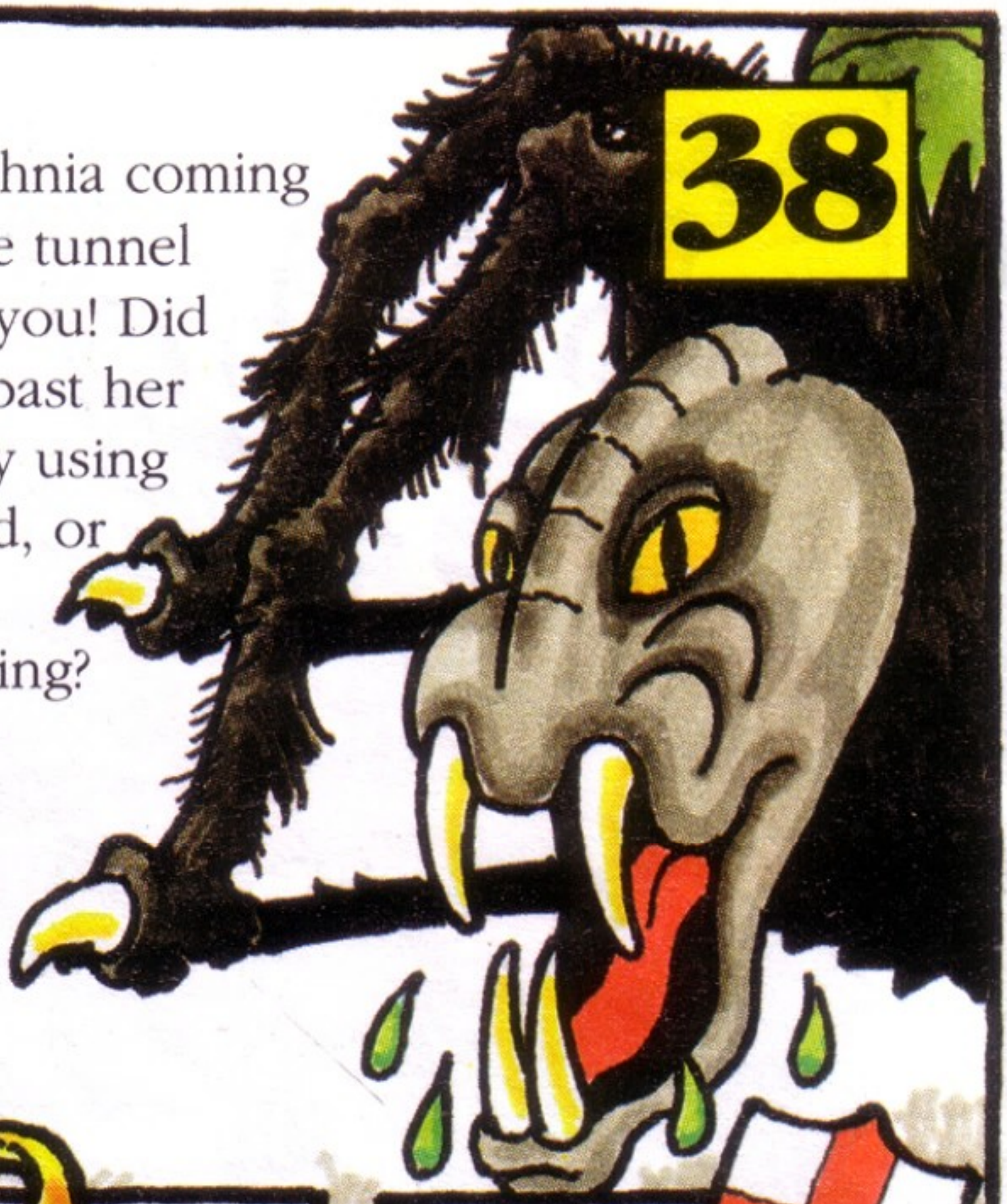


You enter a small chamber. On a plinth you see a cushion, and on the cushion rests the crown of King Arthur! You have succeeded in your quest and bested the Dungeons of Doom. Or have you? What is that noise in the tunnel behind you?

Now turn to panel 38.

38

It is Arachnia coming down the tunnel towards you! Did you get past her before by using the shield, or did you use the ring?



If you used the ring, remember the wizard said it would only work once! Now you are trapped!

If you have the shield, you can use it to get back past Arachnia and out of the Dungeons of Doom.

THE END

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